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Mail this envelope to try **BYTE**--
 the small systems journal--on us!

No one knows what's going to happen next in the fast-moving computer field. But one trend is crystal clear: The cost of hardware is going down. Way down. And the number of applications? Up. Way up.

Do you have your own computer yet? If not, you will -- soon. You know why: Large scale integration has tumbled the cost of central processing units. And this, in turn, has encouraged new, low-cost peripherals. The result? Computers all over the place. More hardware. More software. More applications than you can imagine. More opportunities for you.

That, in a nutshell, is why BYTE was launched: More opportunities. More things happening faster than ever before in the small systems field. And BYTE is the small systems journal. The only publication that covers personal computing from A to Z and beyond.

Evaluate BYTE at our risk. Just check off and mail the envelope enclosed above. When you receive your initial issue of BYTE, look it over. Then, if you agree that the publication itself is one of the more exciting developments in the small systems field, honor our invoice. If you differ, just write "cancel" across it and send it back. In any case, the first issue is yours to keep.

We don't think it's much of a gamble on our part, frankly. For 50,000 others with a similar interest in computers tell us BYTE makes a substantial contribution.

Here's just some of what you'll find in BYTE:

- ... Complete theoretical and practical information on how to design and use small personal computing systems on your own.
- ... News of fast-breaking developments in integrated circuit

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technology and their impact on small computer systems -- the kind you can build.

- ... Ideas for putting computer systems to work in your business. New, exciting ideas -- naturally.
- ... News of computer clubs and societies. Where they are. What they're doing.
- ... Reviews of products and innovative applications.

Want to know the kind of articles BYTE brought its readers in the past? Look at the panel at the right.

And in future issues you're going to see more articles on:

"STAR TREK" AND "SPACE WAR" GAMES	COMPILERS
OPERATING SYSTEMS AND MONITORS	ASSEMBLERS
HARDWARE OF INTERESTING PERIPHERALS	TEXT PROCESSING
APPLICATIONS AND USES OF SMALL SYSTEMS	VOCAL OUTPUTS
MUSIC AND COMPUTERS	

Sound interesting? It is. And there's a lot more. But flip through the pages of BYTE yourself and make up your own mind. Just mail the envelope. You'll receive your first issue promptly. No money to send unless you prefer. Just check off the envelope and drop it into the mail now. We'll take it from there.

P.S. See the envelope for a special bonus offered for payment with trial order.

Sincerely,

Carl Helmers

Carl Helmers
Editor

Typical articles from BYTE include:

Theoretical:

Computers are Ridiculously Simple
What Is A Character?
Total Kitchen Information System
The Magic of Computer Languages
Data Paths
Processing Algebraic Expressions
The Software Vacuum
N Source
ROMs In Microcomputer Memory
Address Space
Simplify Your Homemade Assembler
A Small Business Accounting System
Programming for the Beginner
A Systems Approach to a Personal Microprocessor
An Introduction to Addressing Methods
Machine Language Programming
Make Your Own Printed Circuits
A Plot Is Incomplete Without Characters
Friends, Humans and Countryrobots,
Lend Me Your Ears
The Time Has Come to Talk
Jack And The Machine Talk
What's an I²L?
Randomize Your Programming

Practical:

Build A Graphics Interface
Powerless IC Test Clip
Let There Be Light Pens
Golf Handicapping By Computer
The COMPLEAT Tape Cassette Interface
Assembling Programs By Hand
Add a Kluge Harp to Your Computer
More Information On PROMs
Serialize The Bits From Your Mystery Keyboard
An Octal Front Panel
Shooting Stars
Build A Serial ASCII Word Generator
Microprocessor Based Analog/Digital Conversion
Build a Television Display
Building an M6800 Microcomputer
Strike A Match
Interact with an ELM
Coincident Current Ferrite Core Memories
Explore an 8080 With EDUCATOR-8080
The "Ignorance is Bliss" TV Drive Circuit
Why Wait? Build A Fast Cassette Interface
True Confessions: How I Relate To KIM
Build a TV Readout Device For Your Microprocessor
Interfacing the 60 ma Current Loop
How To Do A Number of Conversions
A BASIC Star Trek Trainer
Build This Mathematical Function Unit
The Circuit for Z80's
The AMSAT 8080 Standard Monitor

Speculations:

Buck Rogers and the Home Computer
Could A Computer Take Over?
Frankenstein Emulation
Biorhythm for the Computer
What Do You Do With A Video Disk?

News and Reviews:

Son of Motorola
The LSI-11: A New Mini-Microcomputer System
Microprocessor Update: CP-1600
Microprocessor Update: TMS9900
Assembling an Altair 8800
The HP-65: World's Smallest Computer System
The SR-52: Another World's Smallest
The CT-1024 Kit
Build a 6800 System With This Kit
A Date With KIM
"Chip" Off the Olde PDP-8/E: The Intersil IM6100
Microprocessor Update: Zilog Z80
Assembling a Sphere
Put The "DO Everything" Chip in Your Next Design
Surplus Electronics in Tokyo and Manila
A High School Computer System
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And, always--opportunities to make fantastic equipment "buys", news of club and news-letter activities, book reviews, and enthusiasm!

All past articles available to BYTE subscribers either in back issues or as reproductions.

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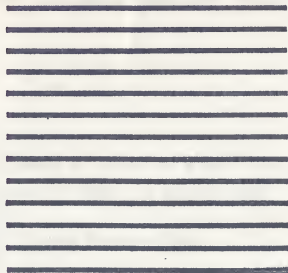
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